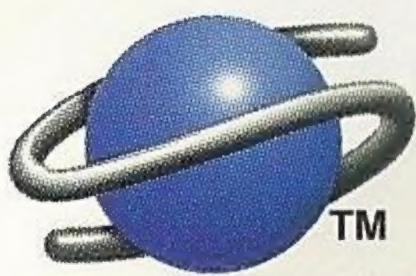


SEGA™



WORLD CUP GOLF

PROFESSIONAL EDITION



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



SEGA SATURN™

T-7903H

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR COMPACT DISC

- The Sega compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ SATURN™ System.



WORLD CUP GOLF

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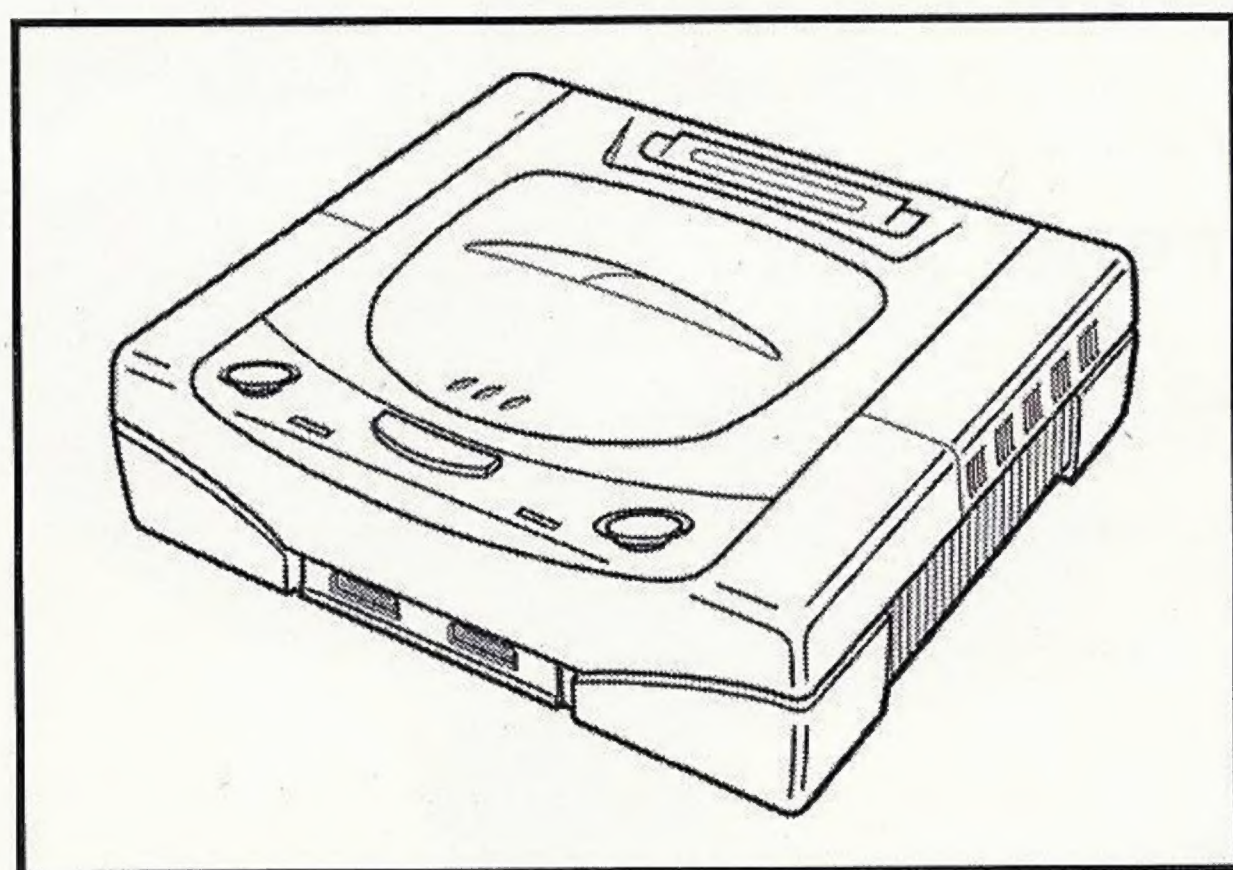
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LOADING INSTRUCTIONS

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.
2. Place the World Cup Golf disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.



Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

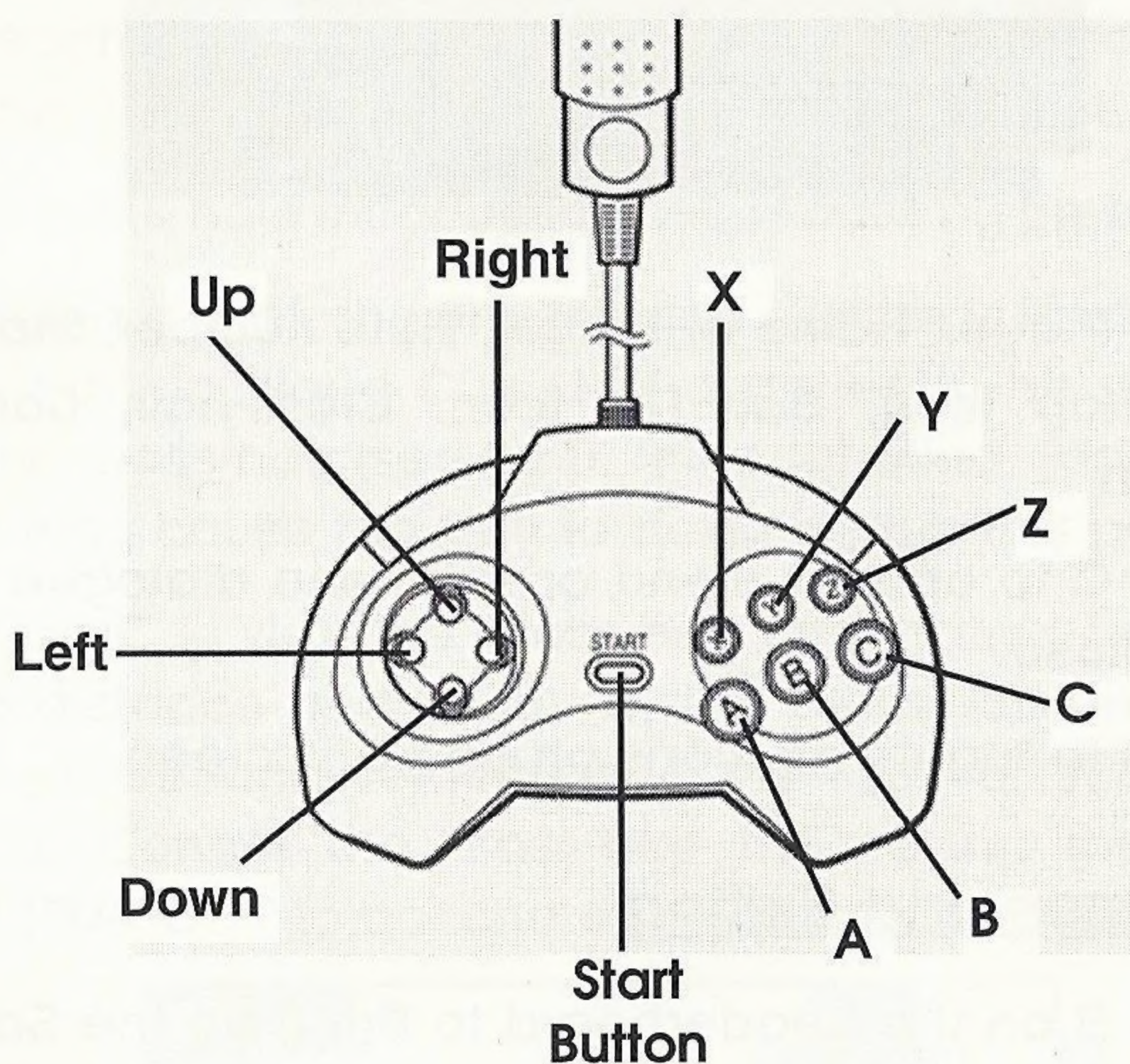


STARTING WORLD CUP GOLF

- Press the open/close button to open the CD tray, place the World Cup Golf CD in the tray (label up) and close the CD tray.
- Turn on the power switch on the Saturn. The power light should come on.
- After a few seconds the Saturn logo should appear on screen, followed by the title sequences.

N.B. Press button C to skip the title sequences.

CONTROLLING THE GAME



Main Menus

To select an option from a menu, move the D-pad UP/DOWN/LEFT/RIGHT to highlight the appropriate icon and press button C.

Press button B to return to the previous menu. To view the Flyby press button B.

Highlight the Quick Start box and press the C button to begin a game.

Icons and Menu Dialogue Boxes

World Cup Golf is played by utilizing in-game icons (by pressing button B) to prompt actions or activate menu dialogue boxes. Menu dialogue boxes are made up of icons which prompt actions or activate submenu dialogue boxes.



Label for: Player, Name of Player, Hole number, Stance icon, Flag Icon, Map Icon, Ball Lie Icon, Cross-hair, Land Slope Indicator Icon

Press button C to open a menu or submenu dialogue box, and button B to close.

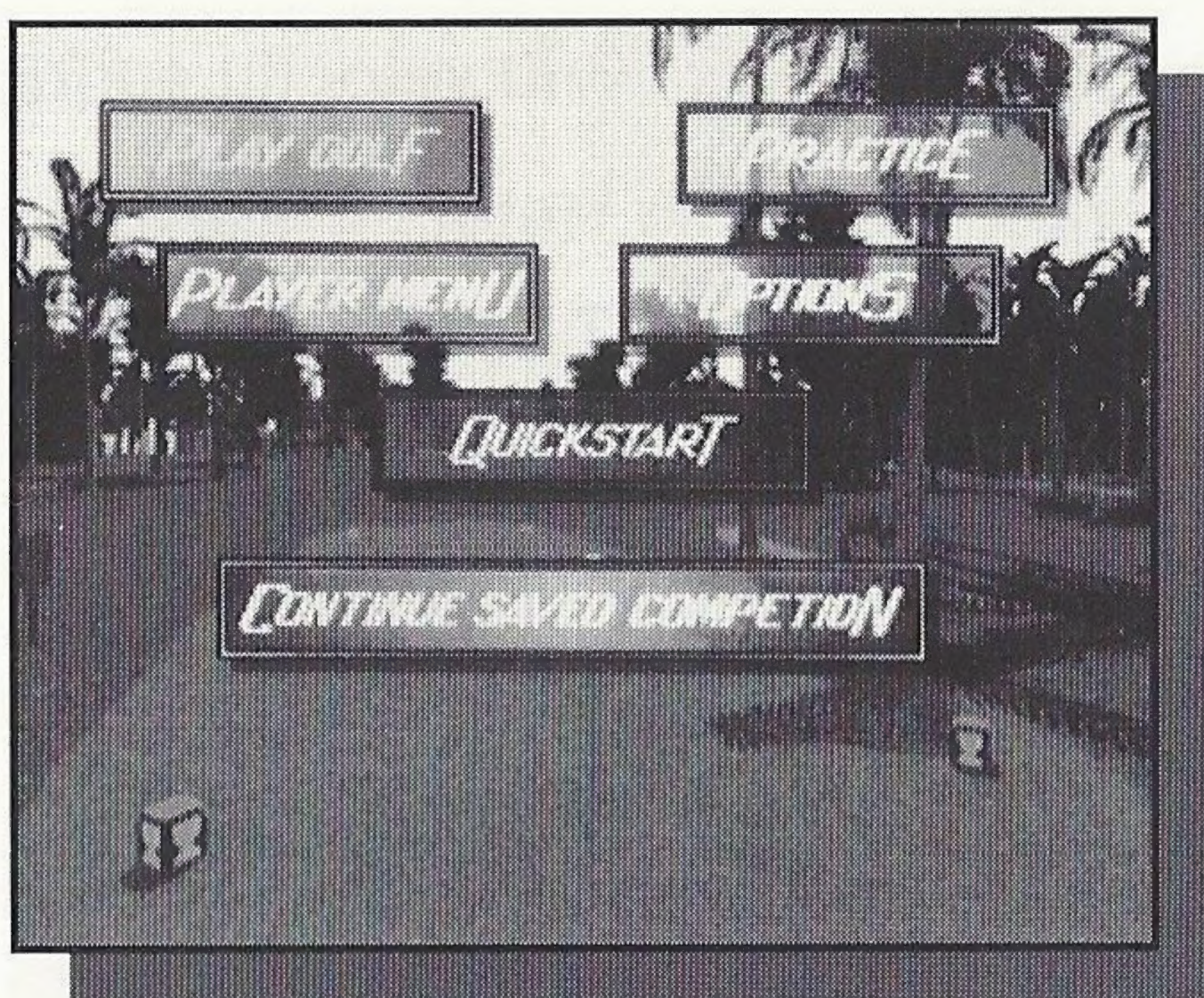
Use button B to toggle all icons on and off screen.

Saving Games and Exiting

Press Button B on the Leaderboard to bring up the Save Menu. Press C on this menu to select one of the following: Save, Save and Quit, Quit, or Return to Game.

PLAYING WORLD CUP GOLF

The quickest way to start playing golf is to select the Quickstart option from the Main Menu.



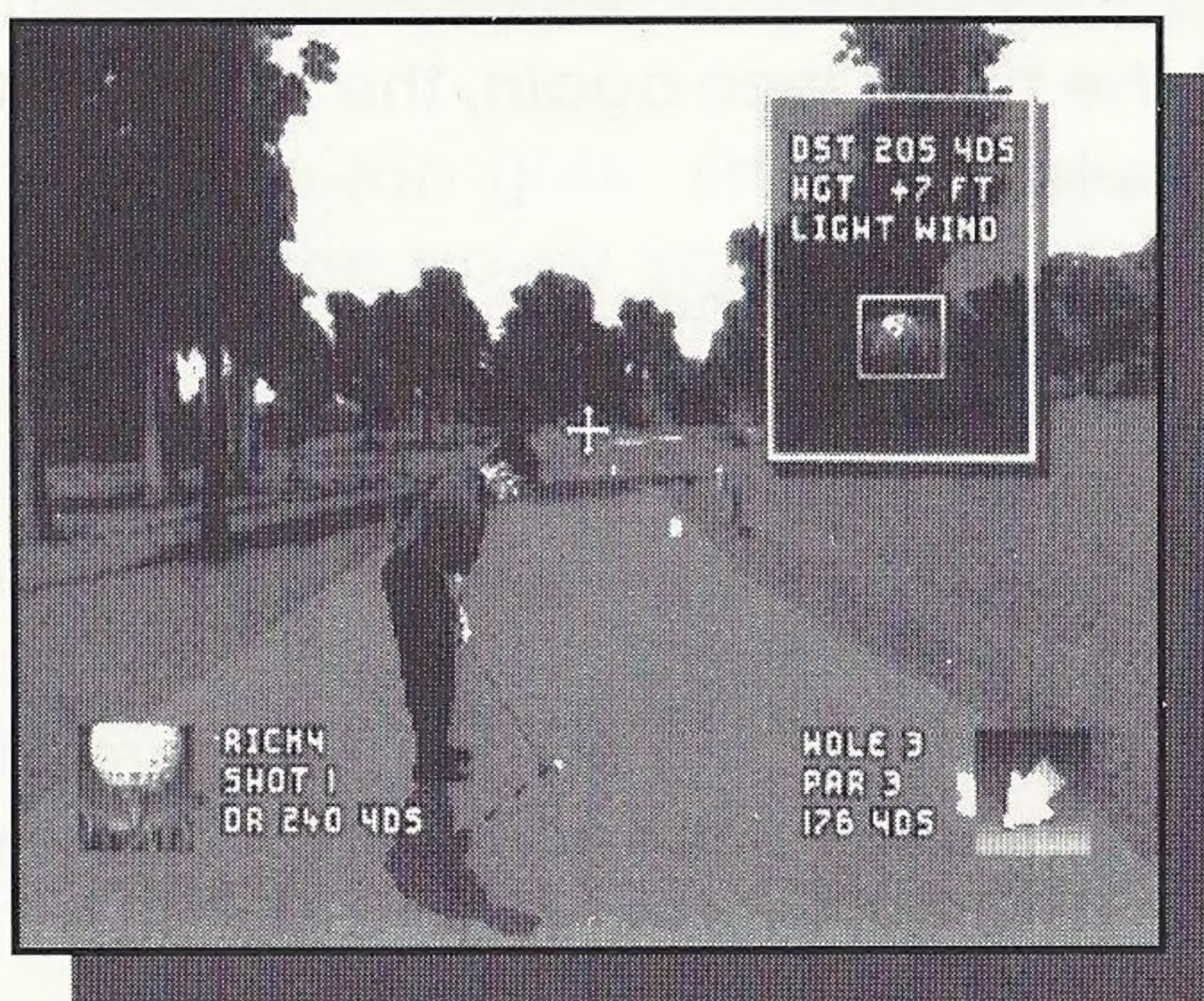
N.B. You cannot save your game if you play in QuickStart.

The Quickstart option allows you to play a round of golf at Hyatt Dorado Beach as an amateur (the computer will select a suitable club for each of your shots, but can be overruled by scrolling through the available clubs in the swing meter box.)

You can skip the hole introduction sequences by pressing button A.

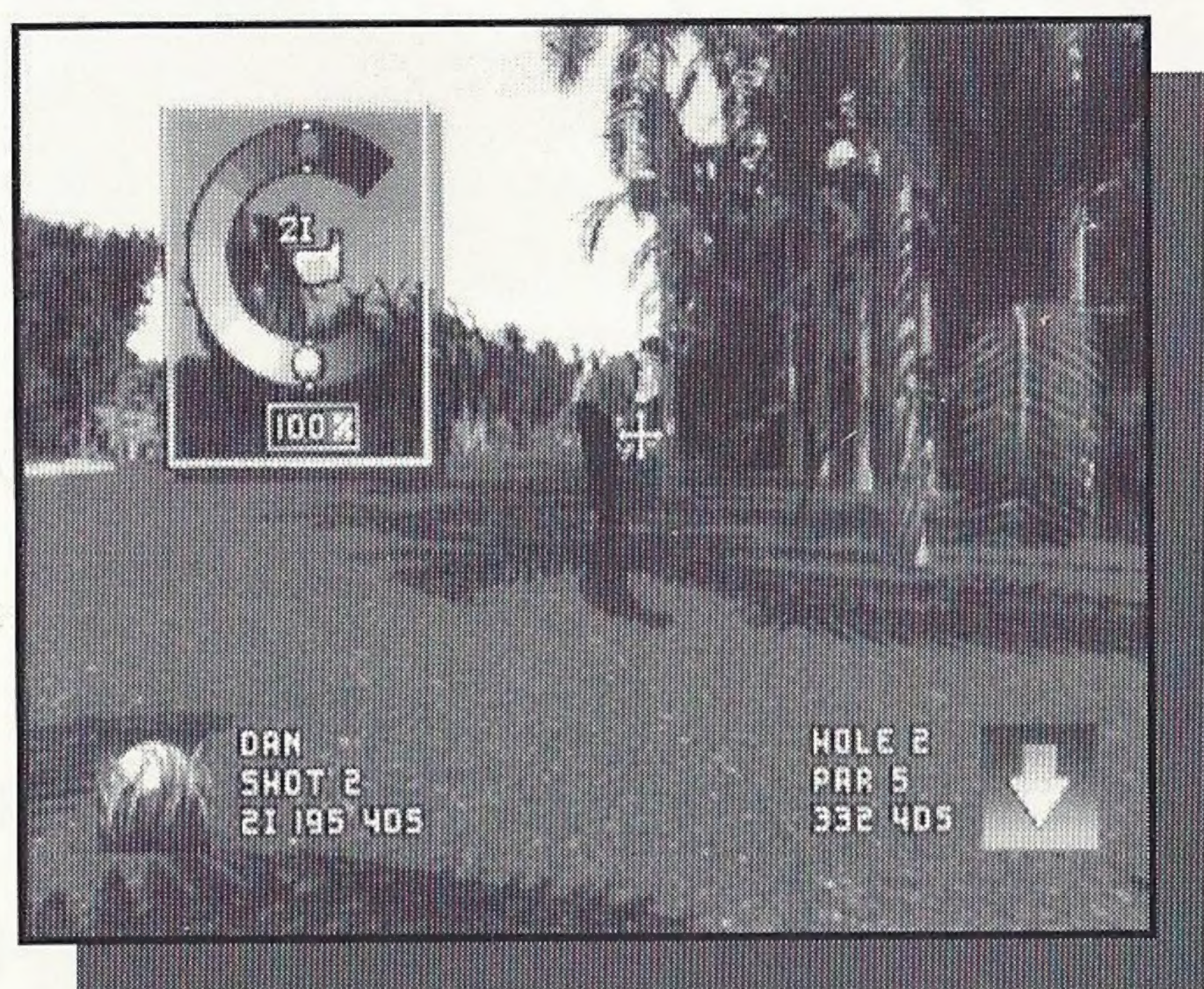
When playing a shot, the first thing to decide is in which direction to hit the ball. In World Cup Golf a perfectly hit shot will travel towards the cross-hair (see fig 1), although wind, fade, draw, hook and slice may cause the ball to deviate from this path.

Press button C to view the Cross-hair Information box, which displays the distance and height of the cross-hair relative to your ball, as well as wind velocity and the type of surface directly beneath it. Control the cross-hair by moving the D-pad UP/DOWN/LEFT/RIGHT to nominate the direction of your shot.



Label for: distance, height, wind velocity surface

Press C again to view the Swing Meter.



Select your club for the shot by moving the D-pad LEFT/RIGHT to cycle through club selection. Now move the D-pad UP/DOWN to nominate the power of your shot, as indicated by the % figure. Press button C to begin your backswing. The golf ball icon starts moving clockwise around the meter. When the ball reaches the desired position on the meter, press button C again to begin the forward swing. You must press button C for a third time to execute your shot, as close as possible to the white ball marker at the base of the swing meter, which represents the point of contact between club and ball. If the marker stops to the left or right of the white ball marker, your shot will hook or slice.

Having played one shot, everything remains much the same until you reach the green. Here you will notice a few differences. As with previous shots, the first decision is in which direction you are going to hit the ball. Once again, the ball will start its journey towards the cross-hair.

World Cup Golf supplies a mechanism for reading the greens. Press and hold button C on the Land Slope Indicator (LSI) Icon (see fig. 1). A circle with an arrow in the middle of the LSI appears. Hold button C and move the LSI with the D-pad. The direction and size of the arrow are directly proportional to the direction and magnitude of the slope of the green at the center point of the LSI. If the LSI contains no arrow then the green is flat at that point.



Label for: Land Slope Indicator

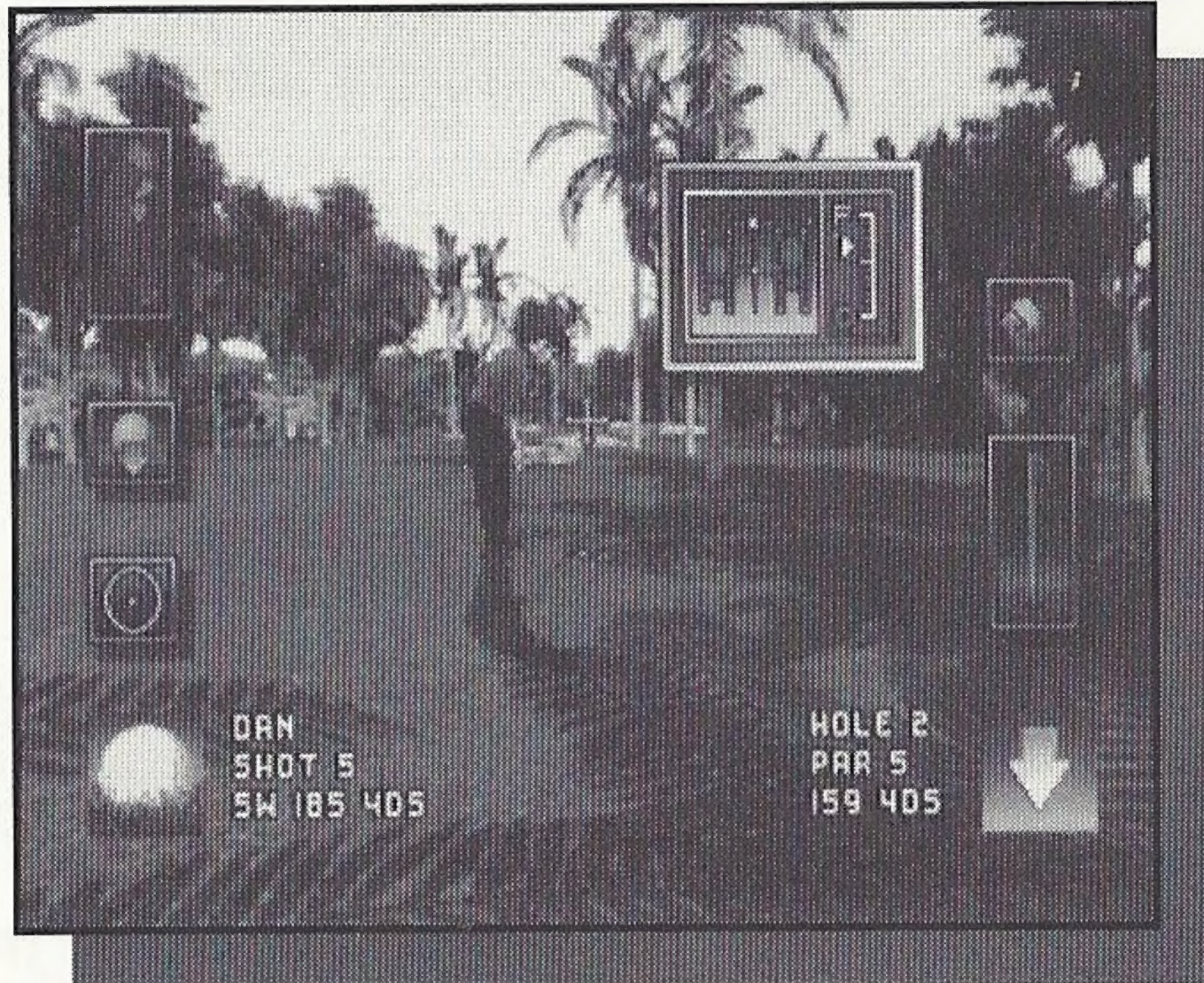
To actually putt the ball, press C to view the Cross-hair Information box and then press C again and the Putt Meter box will appear.



Set the power range for your shot by moving the D-pad UP/DOWN to change the power scale at the foot of the power box. The marker denotes the power level required to achieve the distance at the center of the scale. Now press button C once to start the shot, and then press button C again when you judge that the power level has reached the appropriate point for the required distance. (ie. If the power scale is set to hit the ball between 0-32 feet, and you need a 16-foot putt, stop the power meter at the halfway point.)

Stance

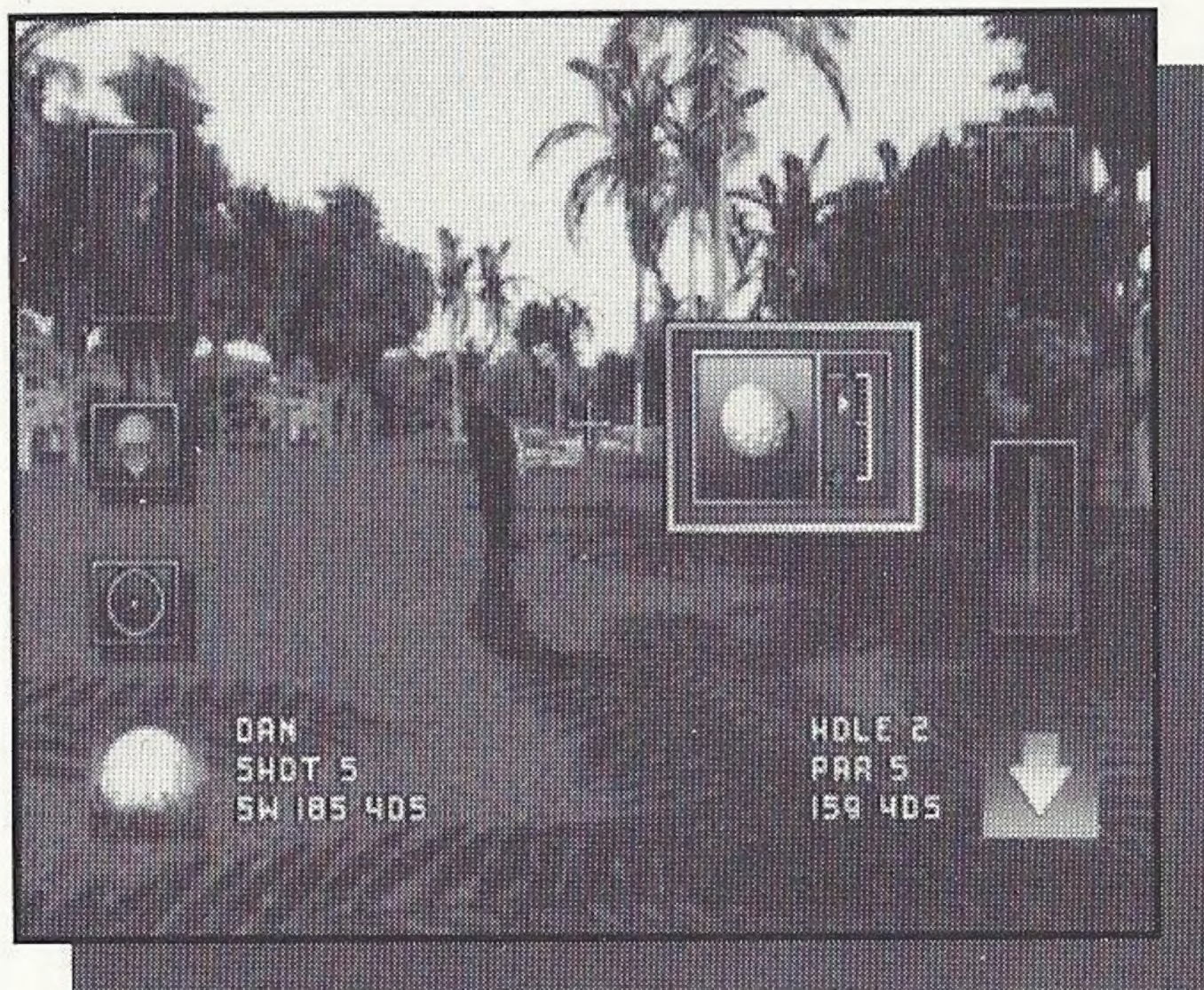
The Stance dialogue box allows you to change your stance to fade or draw the ball.



Move the D-pad UP/DOWN to adjust your player's stance: up opens the stance, causing draw; down closes the stance, causing fade.

Backspin

The Backspin dialogue box allows you to apply topspin and backspin to your shot.



Move the D-pad UP/DOWN to adjust the degree of spin required. Backspin stops the ball quickly; topspin will cause it to continue rolling when landed. Press down for topspin and up for backspin.

N.B. You can only use the Backspin dialogue box with certain clubs. You cannot play backspin with a wood or a putter.

The Flag Icon

Highlight this icon and press button C to show the position of the hole.

Ball Lie Icon

The Ball Lie Icon gives a visual representation of the current lie of your ball.

Wind Icon

This icon gives a visual representation of the direction of the wind.

Map

The Map dialogue box provides a scaled overhead map of the current hole, showing your current position and the surrounding area.

Use the miniature cross-hair on the map, by moving the D-pad, to navigate the local region from your current position. As you move, the distance indicator shows how far the cross-hair is from your starting point.

While the mini cross-hair is white, you can press button C to display a first-person perspective of the view from the cross-hair position. From this view, press and hold button C to display the LSI and explore the topography of the course.

The cross-hair turns pinkish grey to indicate that the selected position is 'out of bounds'. Press button B to close the menu.

THE PLAYERS

You can create, review and delete competing players using the Player Menu, which can be accessed from the Main Menu.

N.B. This menu is presented as a scrolling screen, which can be manipulated using the D-pad (i.e. move LEFT/RIGHT to alternate on-screen view between each set of options).

Creating and Modifying Players

World Cup Golf allows the names and statistics of 10 human players to be stored. To create a new player you must first highlight the name of the existing player you wish to replace. Now press button C to activate the new player input menu and use the D-pad to move the highlight box around the alphabet grid. Press button C to select each letter in your new player's name, using the back arrow to correct any mistakes. When you have finished, highlight the END icon and press buttons C or B to save your new player.

You can now modify your new player's (or an existing player's) attributes by using the D-pad to highlight the appropriate option.

Handicap

You are given a default handicap of 0, but if you highlight the handicap box, you can increase your handicap by pressing button C. Male players can select a handicap from 0-28, Female players are allowed a handicap in the range 0-36.

Players with a zero handicap are considered to be professionals, while all other players are considered to be amateurs. There are a number of differences to playing as an amateur rather than a professional;

- Amateurs tee-off from the ladies' or men's tees, professionals tee-off from the professional tees.
- The computer will automatically select a club for an amateur, professionals must make their own club selection.

N.B. All players taking part in the World Cup of Golf tournament are assumed to be professionals.

Male / Female

Highlight SEX and press button C to toggle your player's gender.

N.B. Male and Female amateur players tee-off from different tees.

L Hand / R Hand

Highlight GRIP and press button C to decide whether your player will be left handed or right handed.

Clubs

You are allowed a maximum of 13 clubs plus a putter in your golf bag. Using club selection choose 13 clubs by highlighting each desired club and pressing button C to select.

N.B. You do not have to carry a full bag of 13 clubs.

N.B. The newly created player is saved to non-volatile memory. The next time you play World Cup Golf this player will automatically be added to the human player list and the default player replaced will be deleted (including any accrued statistics). However, if you had previously saved a game involving the default player concerned, his name and details will overwrite the newly created player when the saved game is resumed.

OPTIONS

When you first play World Cup Golf, the playing conditions are set to a default setting appropriate for Puerto Rico in November. You can, however, make adjustments using the Options menu, accessed from the Main Menu.

The following game preferences can be modified:

Press D-Pad LEFT/RIGHT to scroll through options.

Wind

Press button C to toggle between four wind settings.

Ground Condition

Press button C to toggle between four ground condition settings. In general, the drier the ground the further a shot will travel (particularly on the green).

Sound

Press button C to toggle sound to be ON / OFF.

Speech

Press button C to toggle speech ON / OFF.

FlyBys

Press button C to toggle aerial flybys ON / OFF.

Reverse Angles

Press button C to toggle reverse angle views ON / OFF.

PRACTICE FACILITIES

World Cup Golf supplies comprehensive practice facilities to help you fine tune your game. Practice options include: a driving range, putting practice (play a selected green), an option to play a selected hole and to chip a selected hole.

To use the practice facilities, select the practice option from the Main Menu. Move the D-pad LEFT/RIGHT to select the practice mode you require and then move UP/DOWN to choose the hole you wish to practice on. Press button C to begin your practice session.

THE WORLD CUP OF GOLF TOURNAMENT

The 1994 World Cup of Golf tournament will be contested by 32 two-man teams over four days at Hyatt Dorado Beach. Each team plays one round per day and their scores are totaled cumulatively: the team with the lowest score at the end of the four days, wins.

There is also an individual trophy for the player with the lowest individual score.

N.B. All players competing in the World Cup of Golf tournament play as PROFESSIONALS.

Select the Play Golf option from the Main Menu and then select World Cup Golf from the Tournaments menu.

Use Team Selection to select 32 teams of human and computer players. If you have created any human players they will be included in the list of human players; if not the computer will supply default players.

When you first select the World Cup Golf option, the team boxes will contain default players for the first match. To make a change, highlight the player you wish to swap and move the D-pad LEFT. Now select an available player from one of the player lists to replace him/her (available players are highlighted) and press button C again to execute the exchange.

N.B. To scroll through each round, highlight ROUND and press buttons A or C.

A 'V' character beside a selected player denotes that this player's shots will be viewed on-screen. Each human player's play will be automatically viewed, but if you also want to watch a CPU-controlled player's action, press button A while he/she is highlighted.

To change the nationality of a pair, which is depicted by the flag icon, use the D-pad to highlight the flag and press button A to toggle.

Now you should be ready to play the World Cup Golf tournament. Press the START button to continue.

Round 1 will be the first match containing either a human or computer displayed player. This match will play holes 1 & 2 and then the next round (round 2) will start. Round 1 now plays hole 3 and then round 2 plays hole 2. Next a third round (if there is an appropriate one) starts. This sequence continues until all teams have completed day one of the World Cup. This process repeats itself for the remaining three days of the World Cup tournament.

After each hole, the leader board is displayed. The leader board can be toggled to show either the team or individual positions by pressing button C. Highlighting a player's name and pressing button A will bring up the player's individual scorecard.

OTHER TOURNAMENTS

World Cup Golf also includes 6 other tournament types, available from the Tournaments menu.

The basic menu layout for all these tournaments is the same. On selecting a tournament, a Participant Selection screen will appear, with all human players highlighted. Pressing button C on an available player will place him/her in the highest space in the competing players list. To remove a competing player, highlight him/her and press button C. Button A toggles view on/off for CPU-controlled players.

Once you have selected the players you require press the START button to start the tournament.

N.B. Some tournaments require an even number of players. World Cup Golf will not allow you to start one of these tournaments with an odd number of players.

For each of the following tournaments, each hole has three different tee-off positions: professional, male and female. The rules for each tournament are listed below.

MEDAL

Played over a complete round of eighteen holes, Medal is decided by the lowest total score. Each player's score is calculated by subtracting his/her handicap from the total number of shots taken for the round.

MATCHPLAY

Hole-by-hole competition against one opponent or partnership - the lowest score on each hole wins. If both players take the same number of shots the hole is 'halved'. The player who wins the most holes, wins the match.

FOURBALL MEDAL

Medal in teams of two, the best partner on each hole scoring.

SKINS

One round of Matchplay golf played for money between two or more players. Each player starts with a fixed amount of money. The winner of each of the first six holes wins \$100 from each player. The winner of each of the middle six holes wins \$200 from each player, and the winner of each of the last six holes wins \$300 from each player.

FOURSOME MEDAL

Medal in teams of two, each partner taking alternate shots with the same ball. A team's handicap is three quarters of the average handicap of the two players.

ONE CLUB + PUTTER

As Medal, but each player has to choose JUST ONE CLUB in addition to their putter. Enter the selected club's name in the right hand column of the competing players list (see Appendix 1 for club names).

SAVING AND CONTINUING GAMES

You can save the current tournament to non-volatile memory. This game can then be loaded and continued at a later date.

Saving Games

When you press button B on the Leaderboard screen of a tournament, the Save Game menu appears.

You can save a game using either Save or Save and Quit. Save saves the current game and returns to the main game screen. Save & Quit saves the game and then quits to the Main Menu. Quit returns to the Main Menu without saving and Return to Game returns to the main game screen without saving. Highlight the desired option and press button C.

N.B. Saving a game will erase the previous saved game.

Loading Games

To resume a saved game, select Continue Saved Competition from the Main Menu.

N.B. This option will only appear when a saved game is available to be restored.

This will load the last saved game.

APPENDIX 1. CLUB DISTANCE TABLE

Club	Name	Distance	Club	Name	Distance
1 Wood	1W	240 yds	5 Iron	5I	165 yds
2 Wood	2W	230 yds	6 Iron	6I	155 yds
3 Wood	3W	220 yds	7 Iron	7I	145 yds
4 Wood	4W	200 yds	8 Iron	8I	136 yds
5 Wood	5W	185 yds	9 Iron	9I	126 yds
1 Iron	1I	205 yds	Sand wedge	SW	75 yds
2 Iron	2I	195 yds	Pitching Wedge	PW	105 yds
3 Iron	3I	180 yds	Putter	PUT	50 yds
4 Iron	4I	175 yds			

APPENDIX 2. Yardage, Par and Stroke Index at Hyatt Dorado Beach

Hole	Par	Stroke Index	Distance
1	4	9	360 yds
2	5	3	530 yds
3	3	17	175 yds
4	4	11	375 yds
5	5	1	570 yds
6	4	13	370 yds
7	4	7	410 yds
8	3	15	185 yds
9	4	5	440 yds
10	5	4	520 yds
11	3	16	215 yds
12	4	12	360 yds
13	5	2	540 yds
14	3	18	205 yds
15	4	8	440 yds
16	4	6	455 yds
17	4	10	415 yds
18	4	14	415 yds

GLOSSARY

Albatross:	A score of three under par on a hole.
Birdie:	One under par.
Bogey:	One over par.
Break:	A putt's movement off a straight line due to the slope of a green.
Bunker:	A 'trap' of sand.
Chip:	A short, lofted shot.
Double Bogey:	Two over par.

Draw:	A shot that curves right to left (for right handed golfers).
Drive:	A shot from the tee.
Driver:	Club used for tee-shot on long holes (1 wood).
Driving Range:	A place to practice drives.
Eagle:	Two under par.
Fade:	A shot that curves left to right (for right handed golfers).
Fairway:	The main playing area of short grass between the tee and putting green.
Green:	The immediate area surrounding the hole.
Handicap:	Devised to even play between golfers of different standards. Your handicap is the average number of strokes over par over four rounds at a golf club.
Hook:	A shot that curves sharply to the left (for a right handed golfer).
Iron:	Clubs with metal or graphite heads, used for most shots between tee and green. Irons are also used for tee-shots when accuracy is more important than power.
Lie:	How the ball is sitting on the ground. The more embedded in grass or sand the ball is, the worse the lie.
Out of Bounds:	A ball is out of bounds if it lands beyond the course boundaries.
Par:	The standard score for a hole, usually based on length. Generally, holes up to 250yds = par 3, up to 475yds = par 4 and any longer are par 5.
Pitching Wedge:	A short iron with a large degree of loft, used for pitching short shots on to the green.
Putt:	A stroke made with a putter.
Putter:	Club used for playing shots on the green.
Rough:	Grass left to grow to make off-line shots more difficult.

Sand Wedge:	The shortest, most lofted iron, used for playing out of bunkers (also known as Sand Iron).
Slice:	A shot that curves sharply to the right (for a right handed golfer).
Tee:	The point of a hole from which you play the first shot.
Triple Bogey:	Three over par.
Wood:	A club normally used for distance shots. It can be made of wood, metal or graphite.

ACKNOWLEDGMENTS

World Cup Golf for the Sega Saturn was brought to you by:

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Gary Tonge and Paul Walker

Conventional GFX

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